

Fig. 1

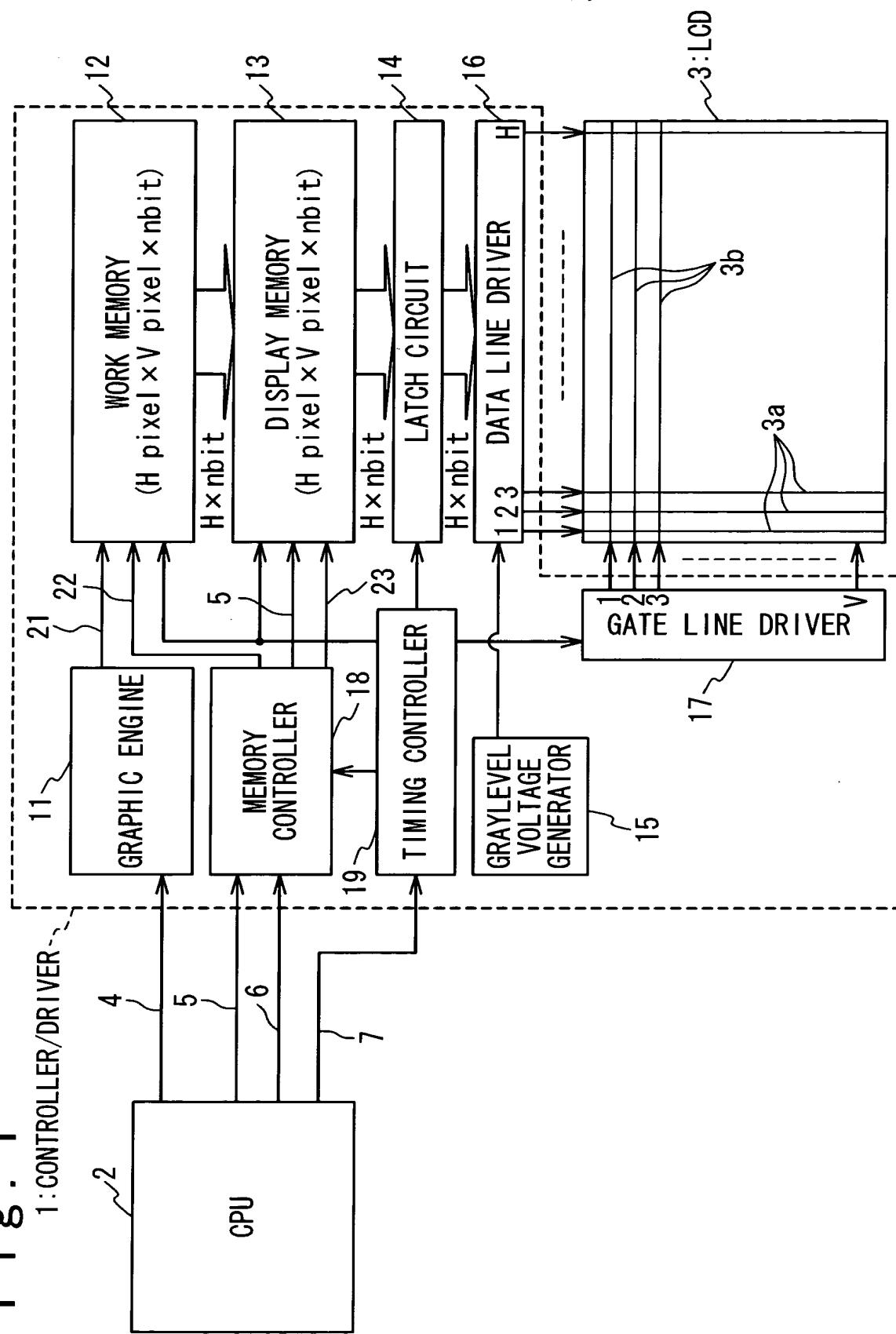
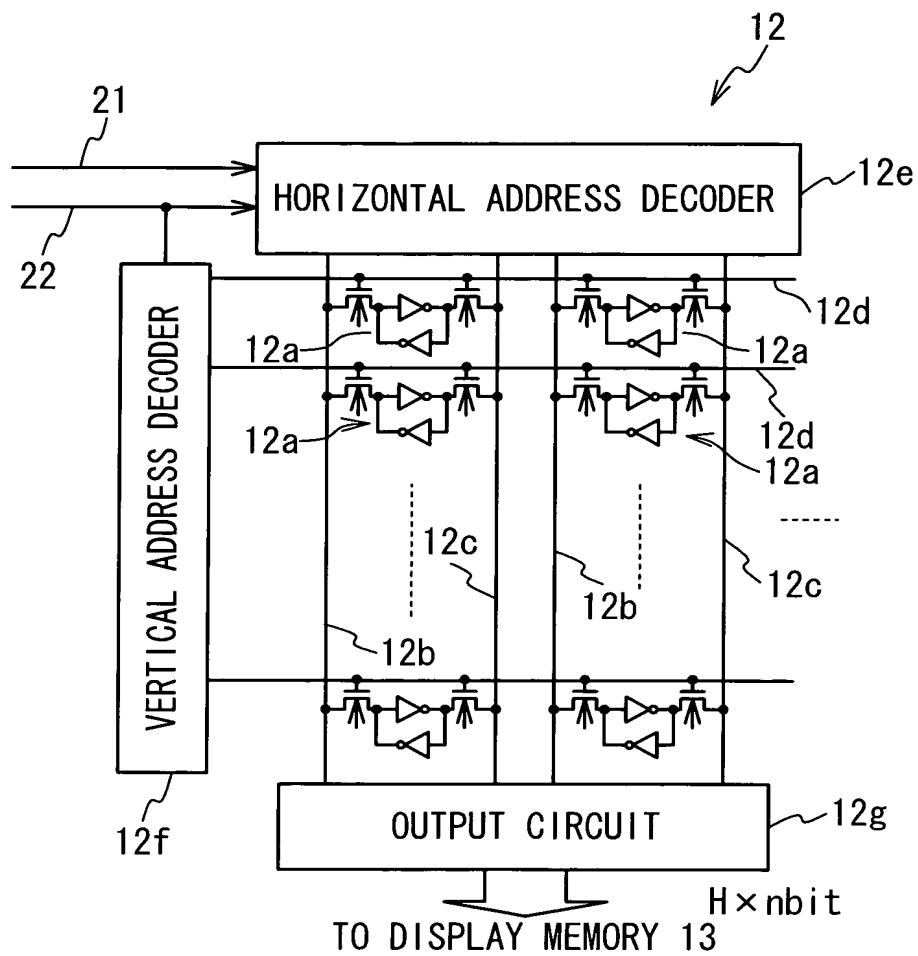
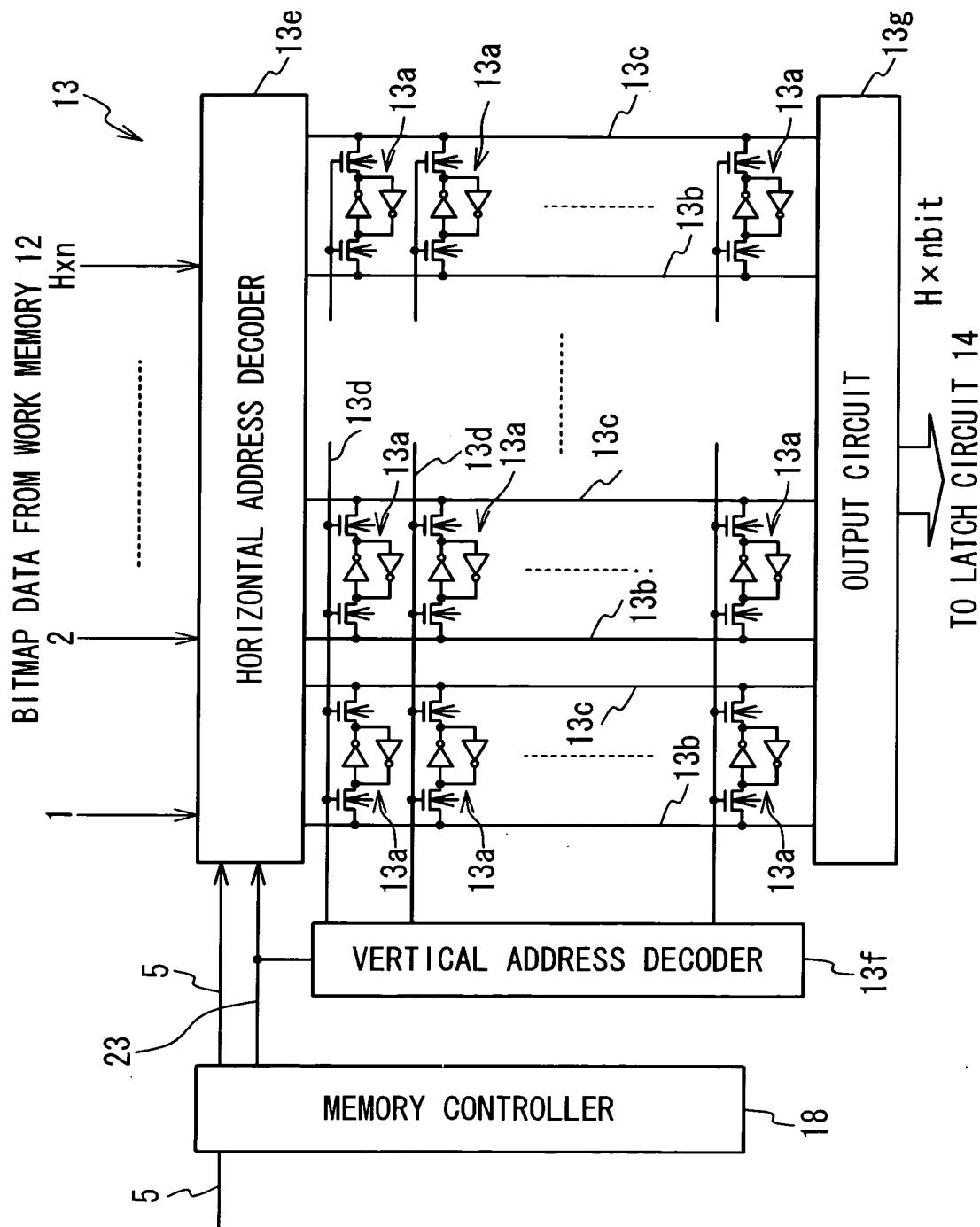


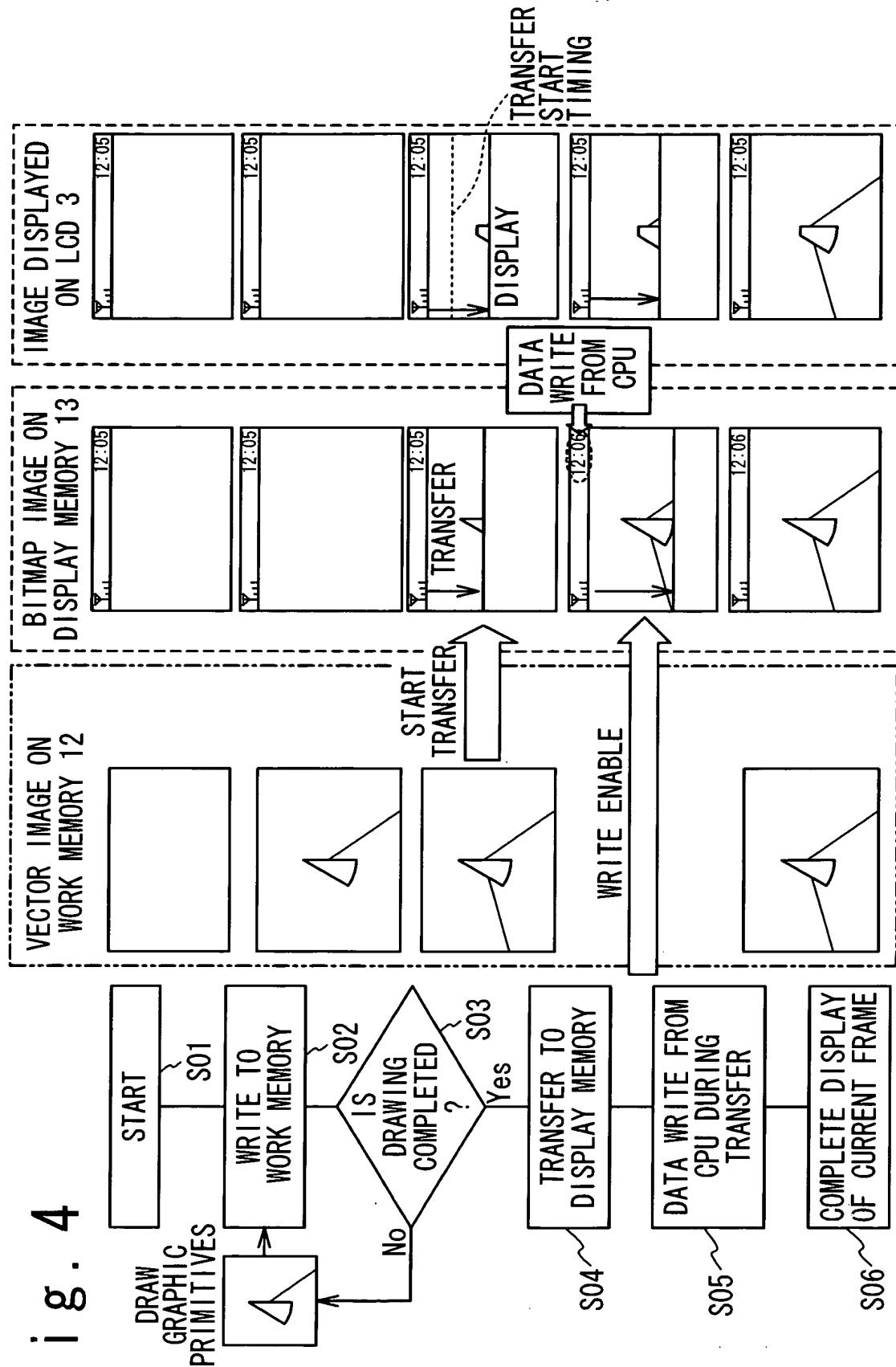
Fig. 2



3
-
60
-
F



4 - 80 -



The diagram illustrates the data flow from Vector Work Memory to LCD 3. It shows two parallel paths. The top path, labeled "DATA WRITE FROM CPU", consists of a "DATA WRITE FROM CPU" block connected to two "DISPLAY" blocks. The bottom path, labeled "START TRANSFER", consists of a "START TRANSFER" block connected to two "TRANSFER" blocks. Arrows indicate the flow of data from the bottom path to the top path. The left side of the diagram is divided into three sections by dashed lines:

- Vector Image on Work Memory 12:** Contains two empty square boxes.
- Bitmap Image on Display Memory 13:** Contains two square boxes; the second box contains a small triangle icon.
- Image Displayed on LCD 3:** Contains two empty square boxes.

Timestamps are shown above each box: 12:05 for the first box in each section, and 12:06 for the second box in each section. Arrows labeled "START TRANSFER" point from the bottom path to the top path. Arrows labeled "WRITE ENABLE" point from the bottom path to the top path. A large arrow points from the bottom path to the top path, indicating the overall flow of data.

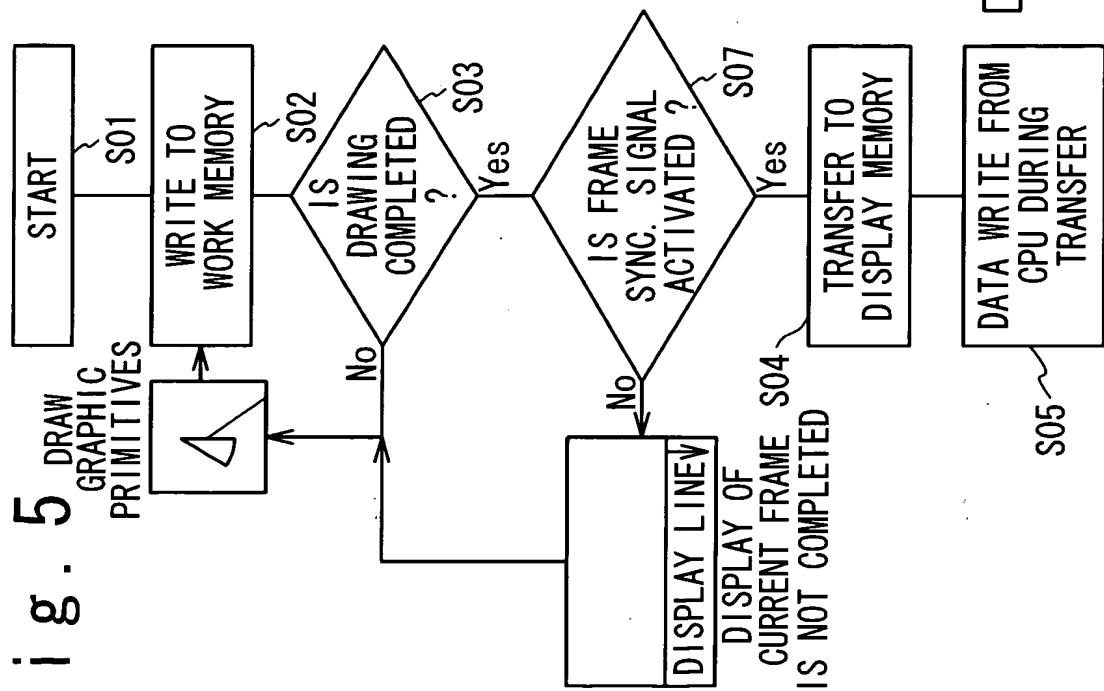
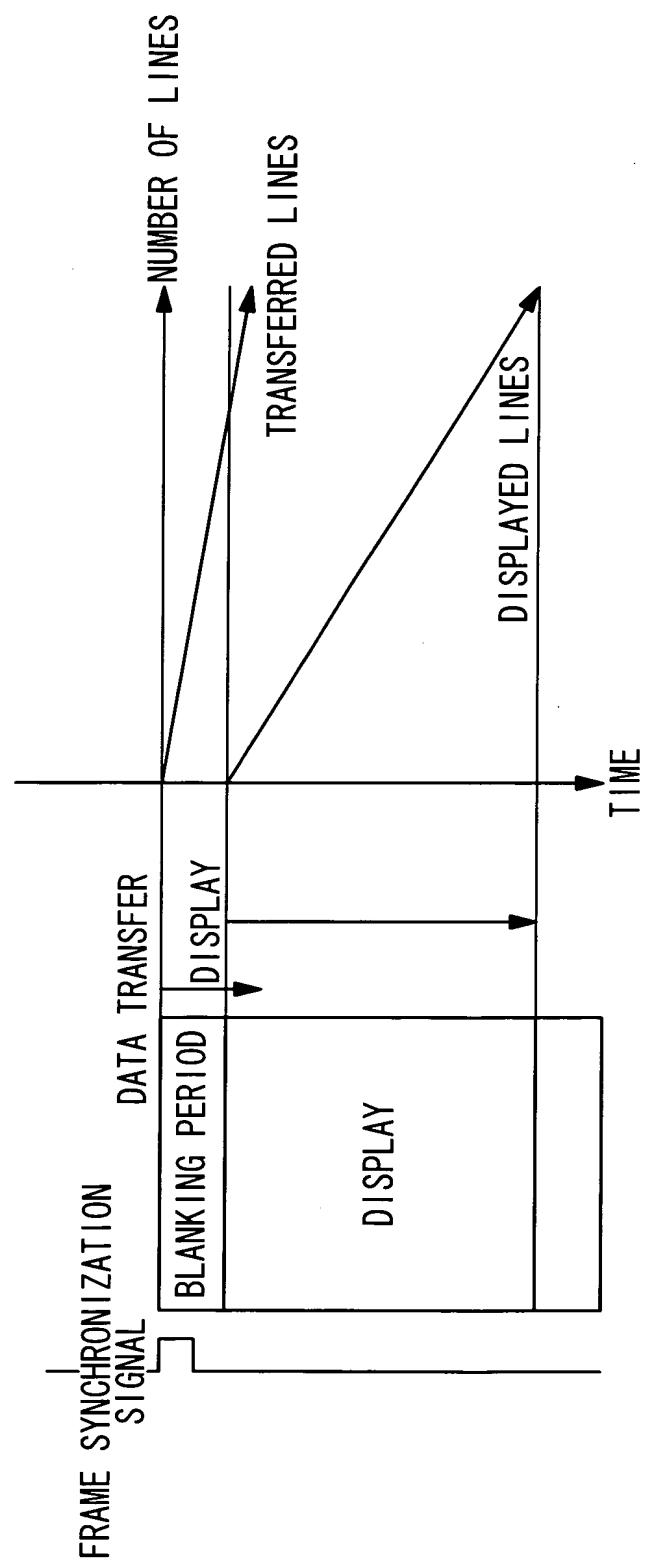
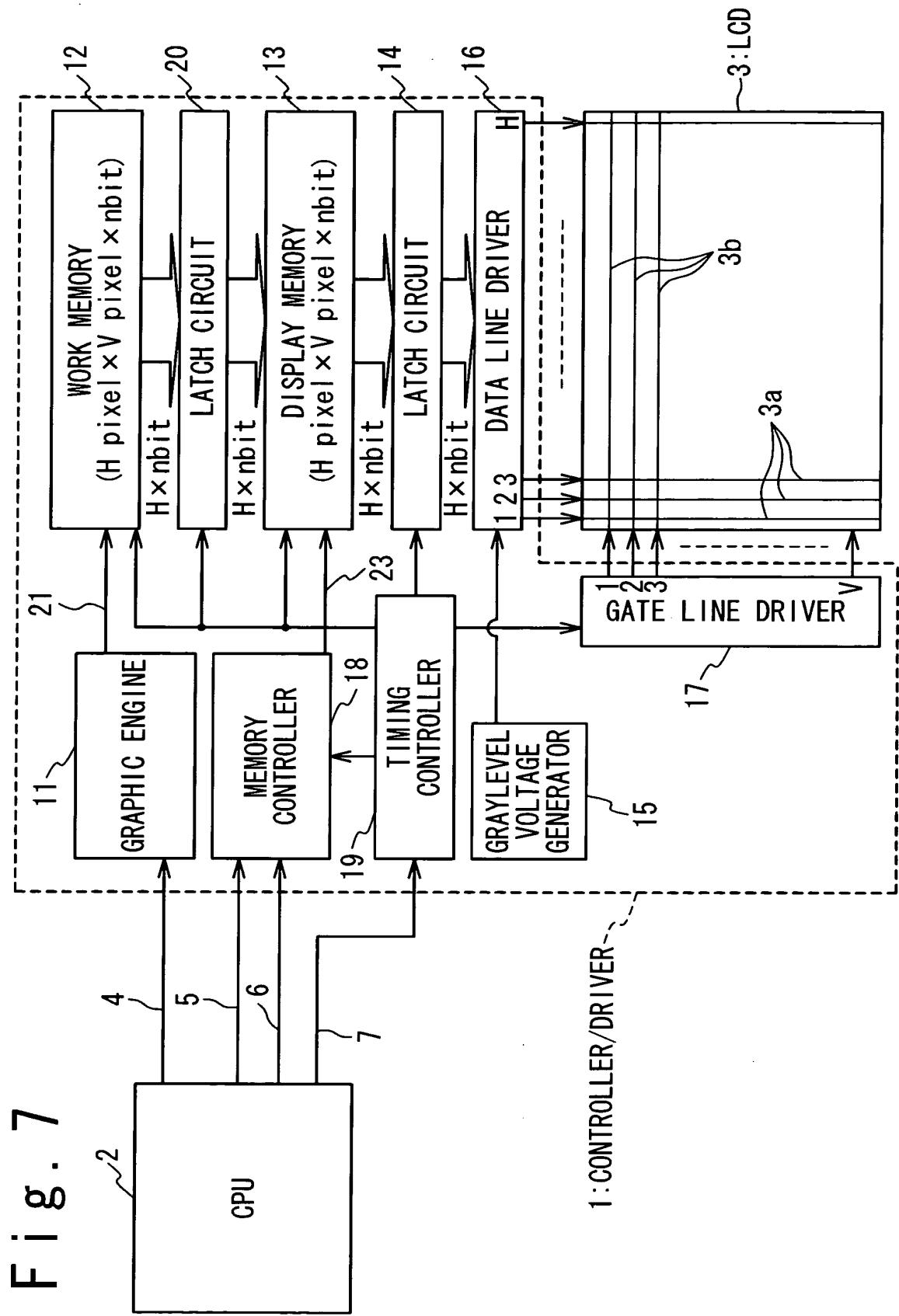


Fig. 6





DISPLAY APPARATUS USING THE
SAME
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Fig. 8

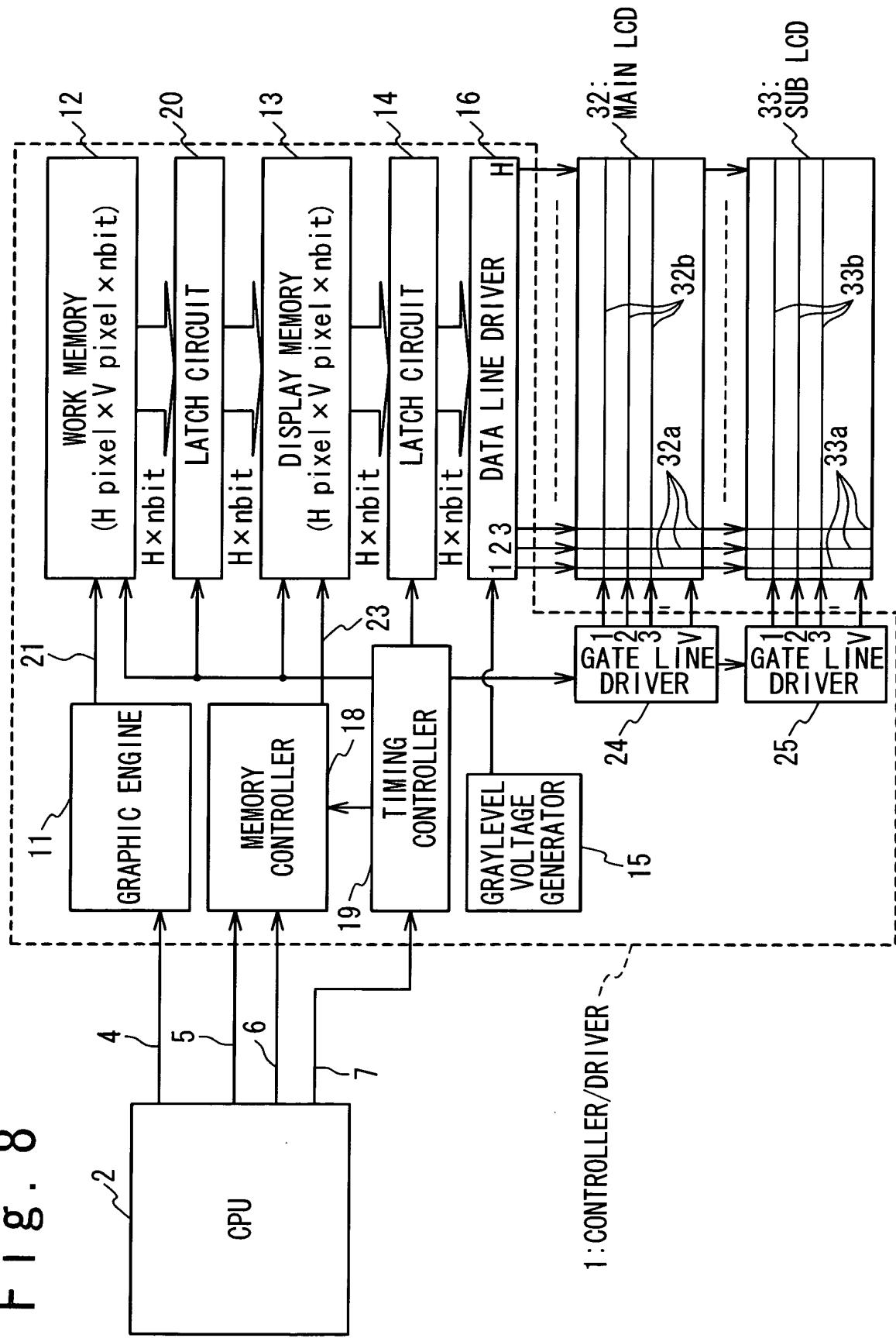


Fig. 9

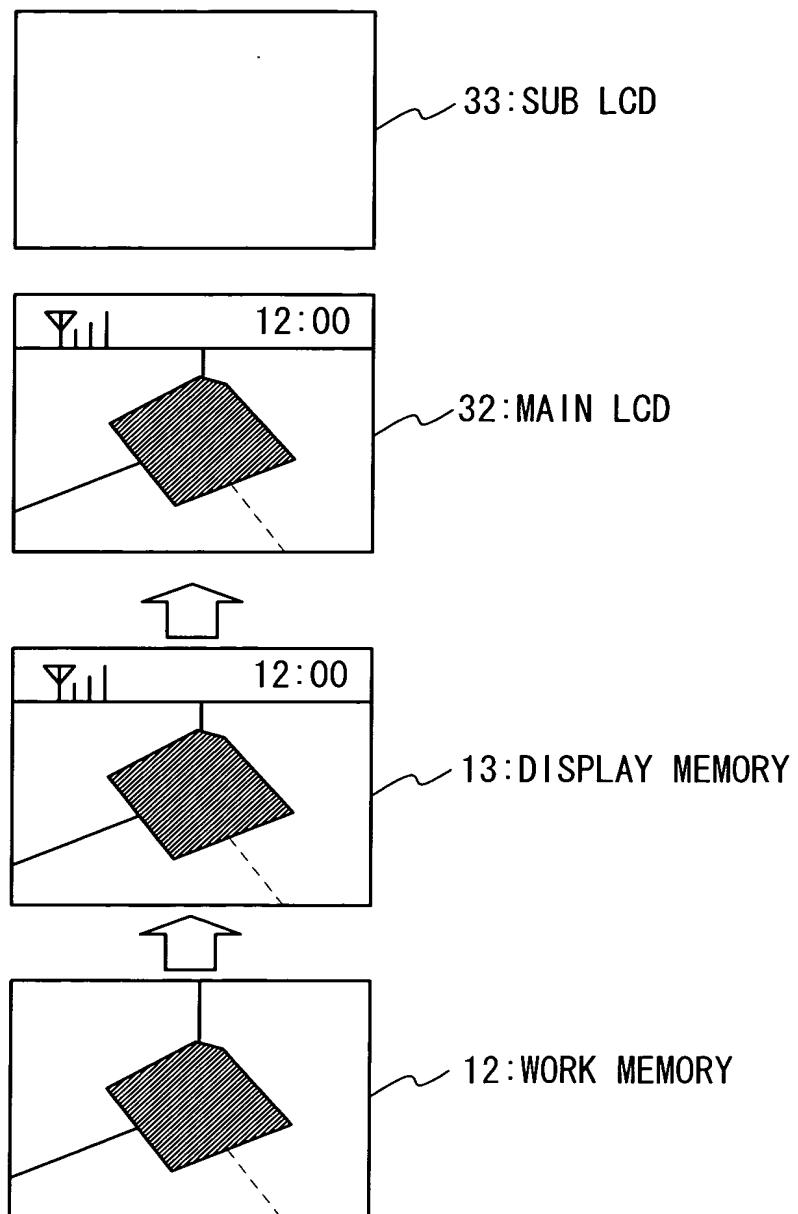
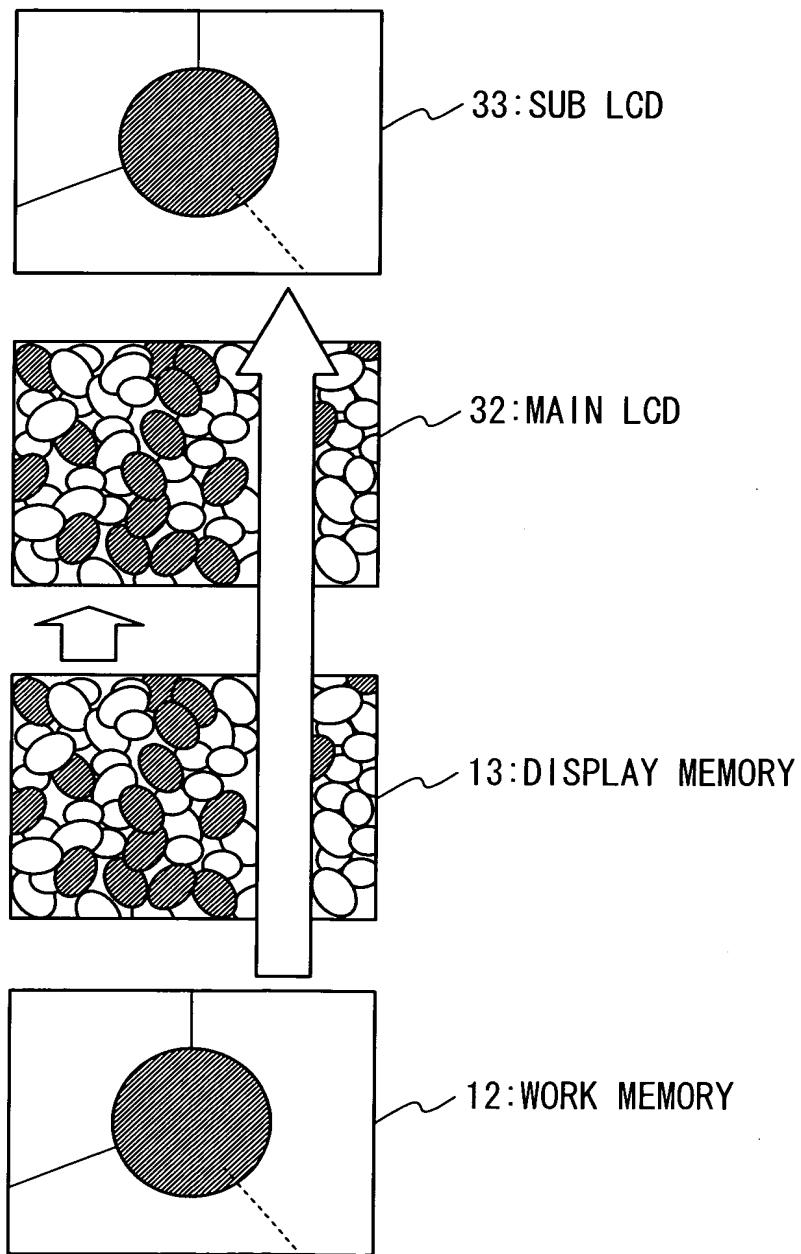


Fig. 10



Title: CONTROLLER DRIVER AND
DISPLAY APPARATUS USING THE
SAME
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DOCKET NO.: 074273-0242

Fig. 1

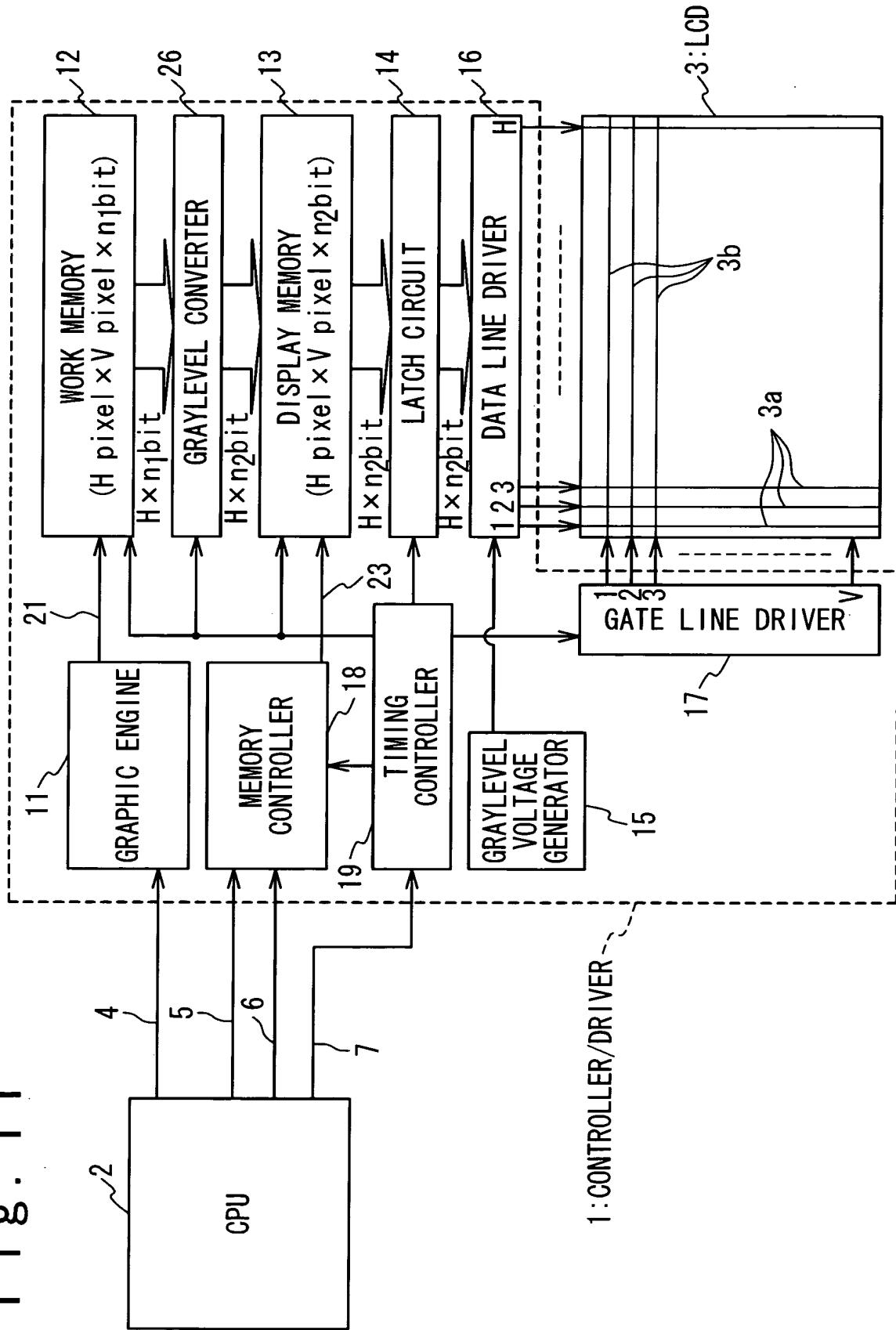
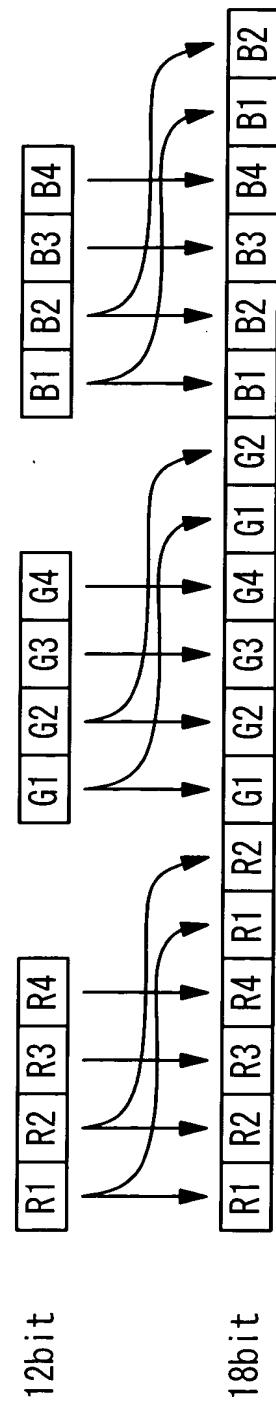
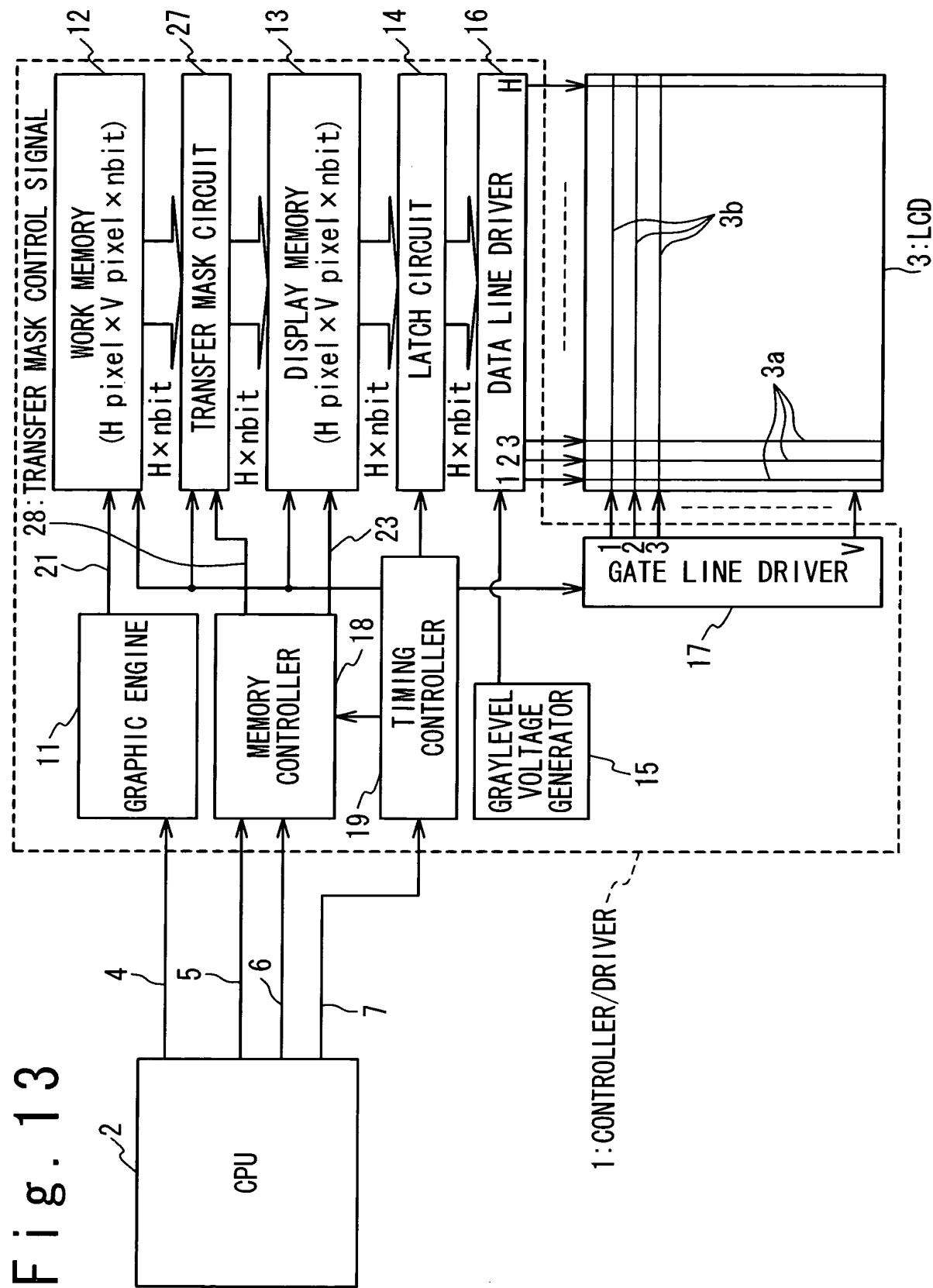


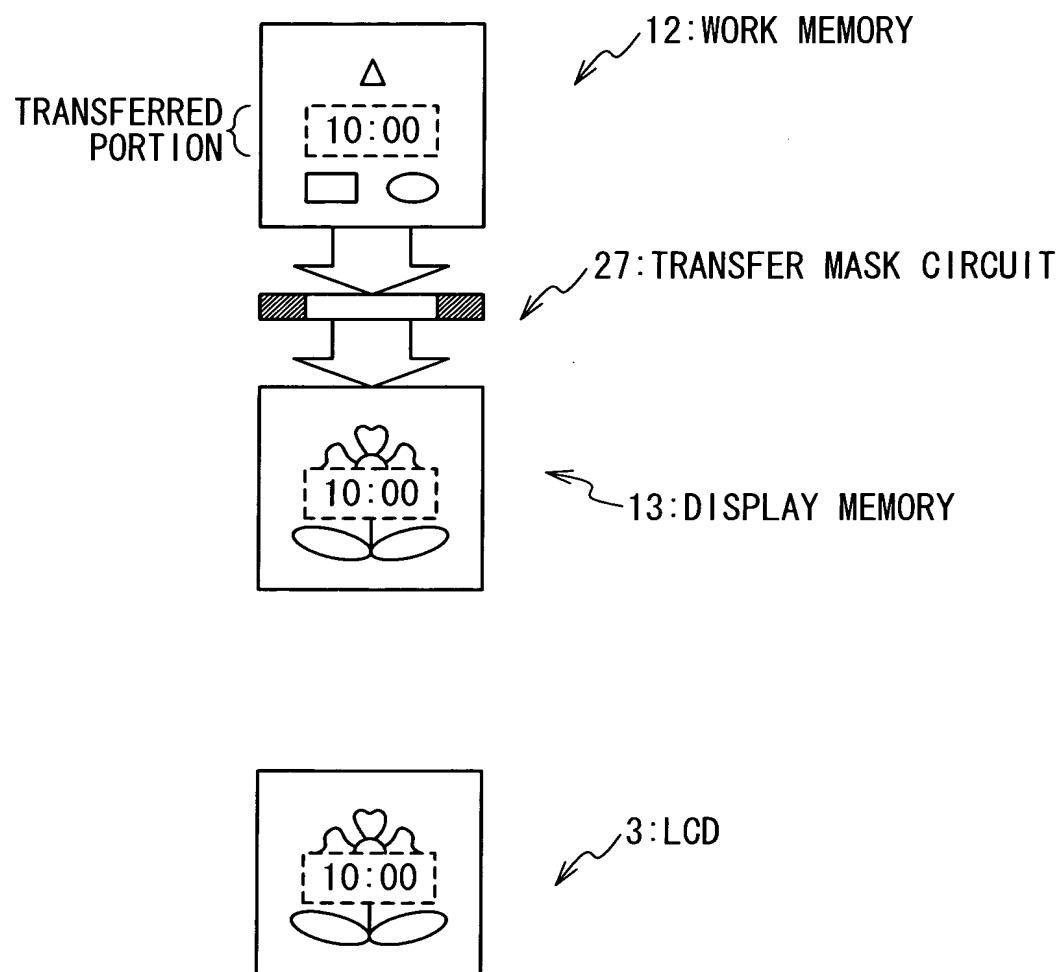
Fig. 12



13
60
—
Fin



F i g . 1 4



F i g . 1 5

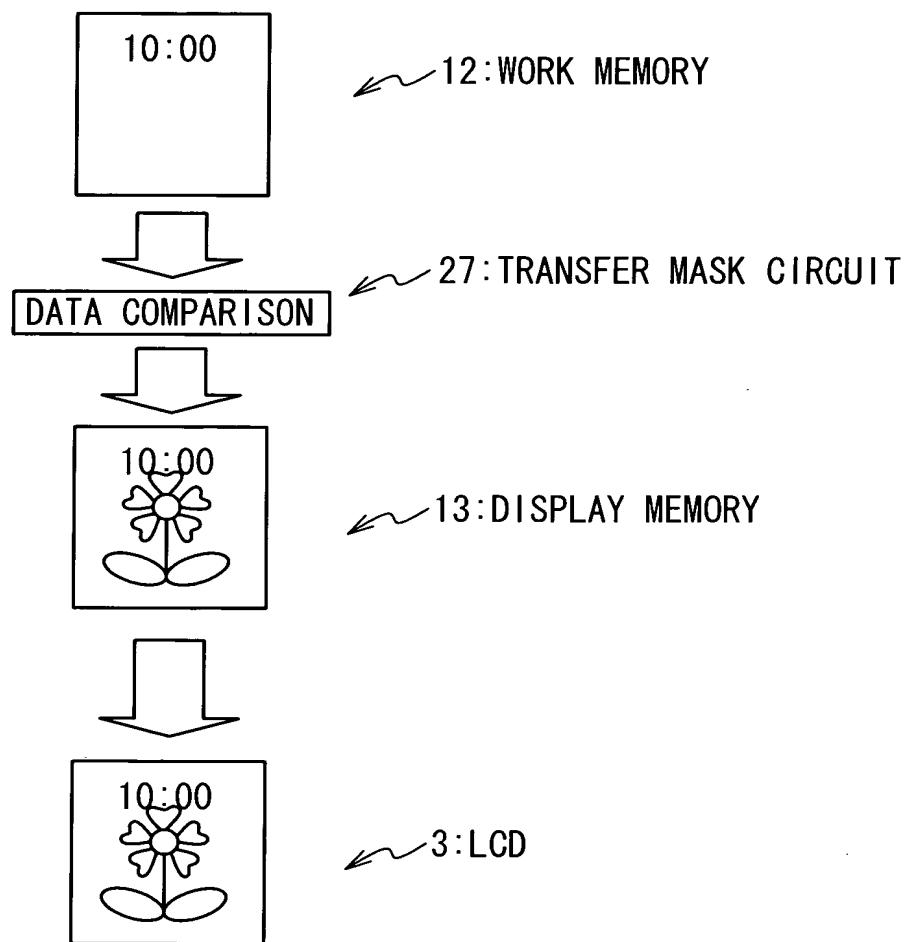
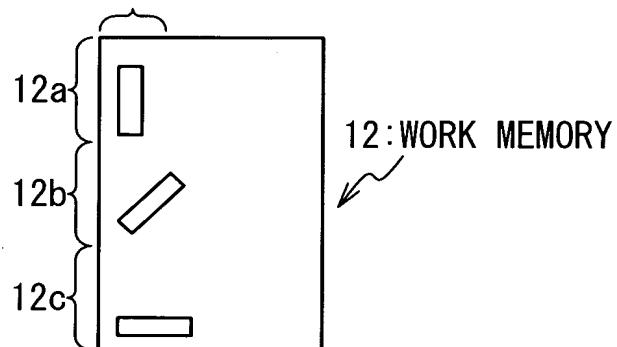
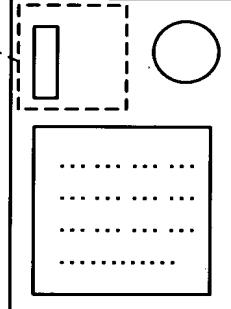


Fig. 16

TRANSFERRED AREA

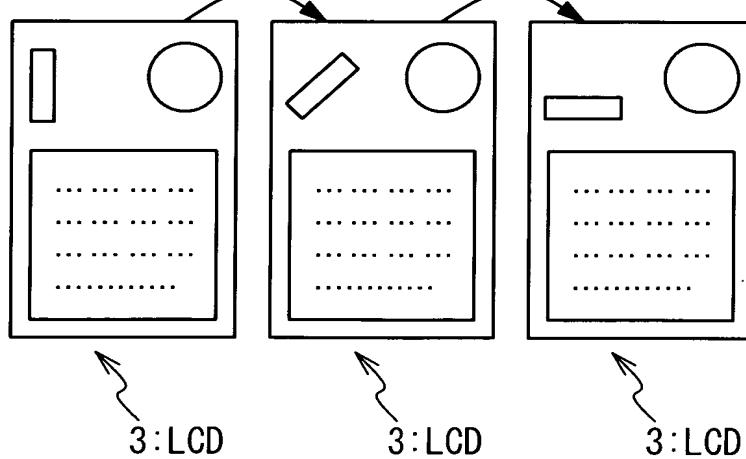


13a

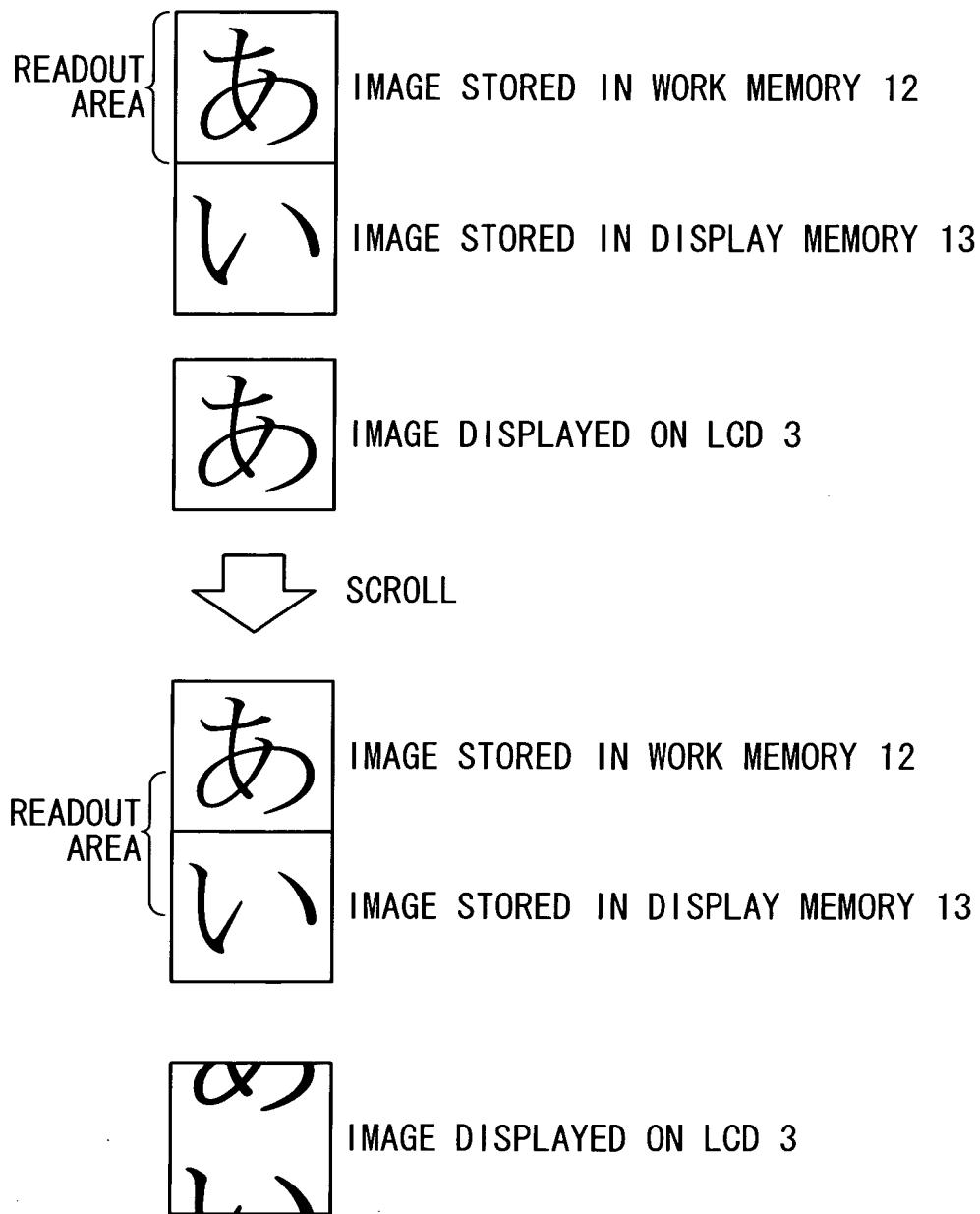


13: DISPLAY MEMORY

TRANSFER OF SCAN AREA 12b TRANSFER OF SCAN AREA 12c



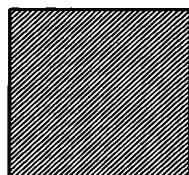
F i g . 1 7



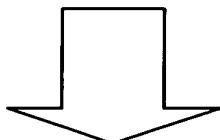
F i g . 1 8



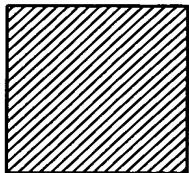
WRITE IMAGE STORED IN WORK MEMORY 12



BLACK IMAGE STORED IN DISPLAY MEMORY 13



DISPLAY ALTERNATELY



GRAY IMAGE DISPLAYED ON LCD 3

Fig. 19

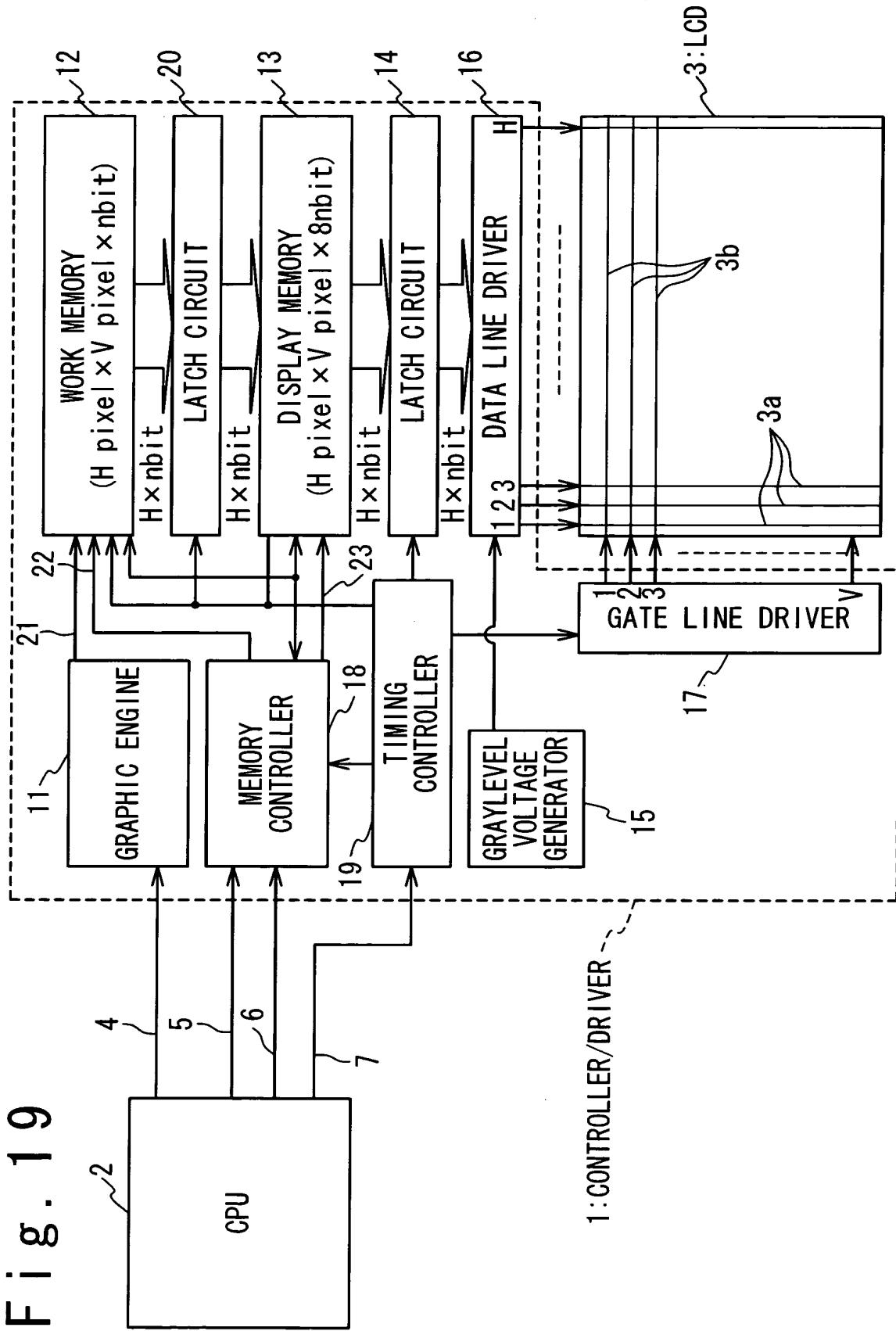
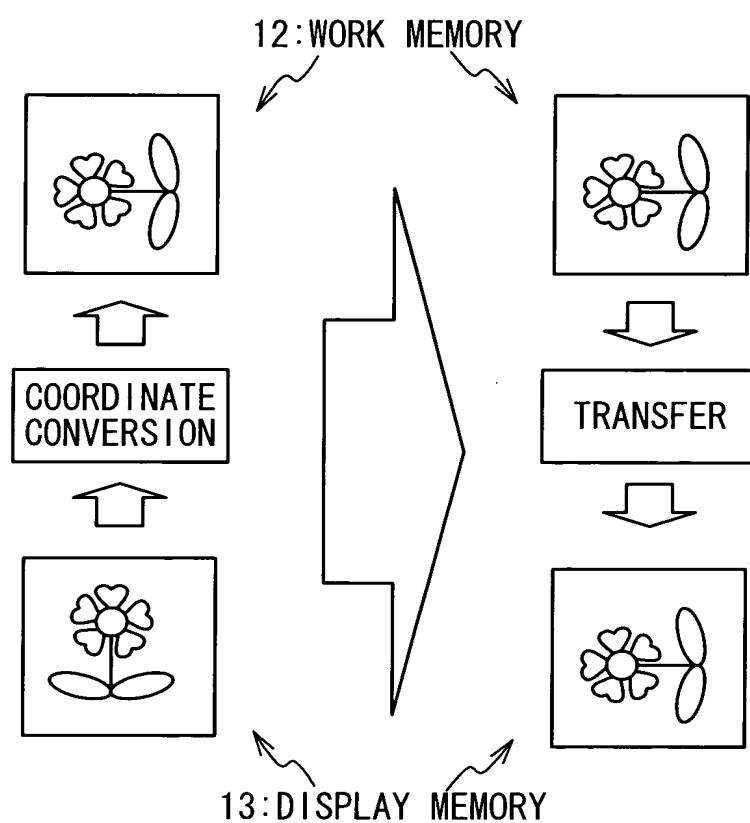


Fig. 20



F i g . 2 1

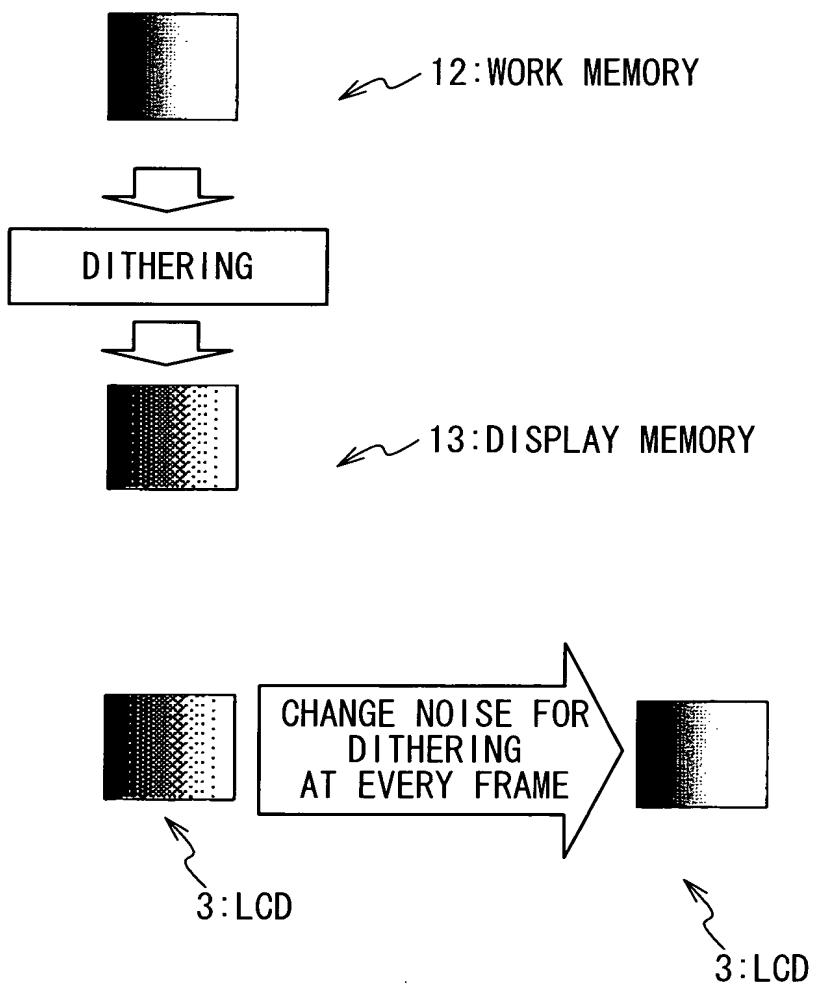


Fig. 22A

NORMAL DRIVE METHOD

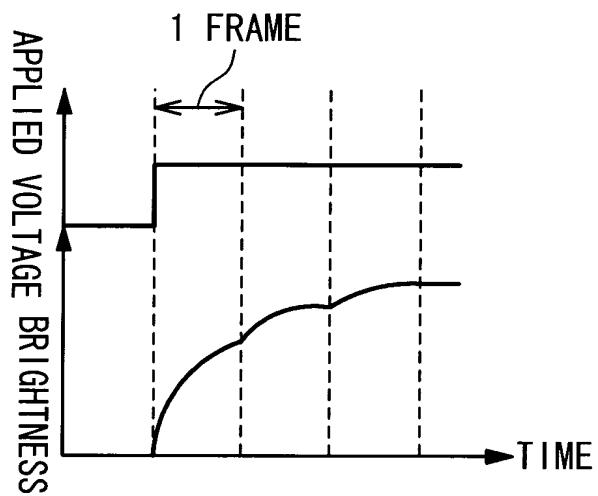
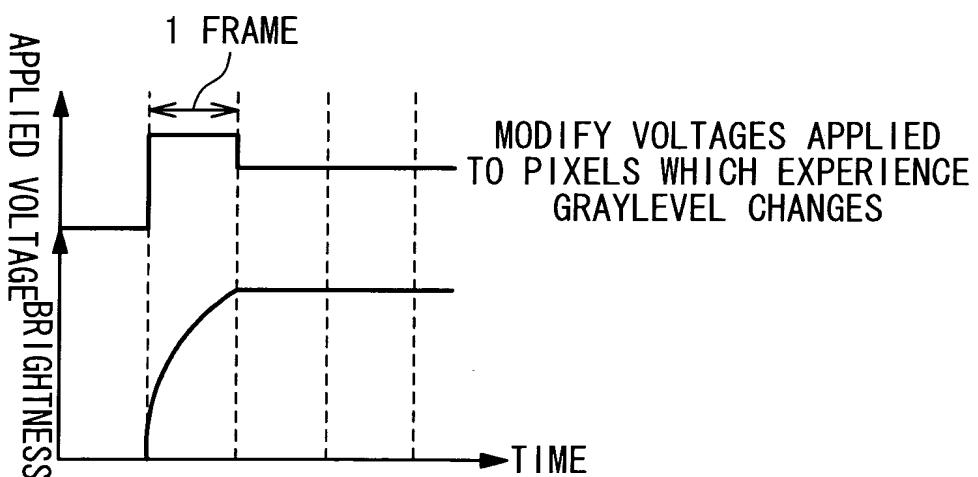
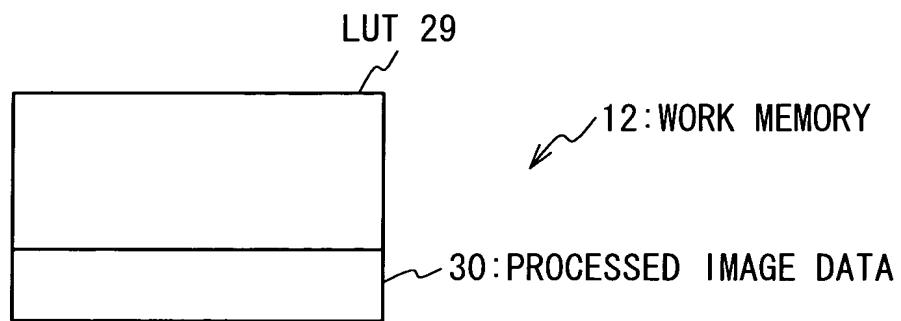


Fig. 22B

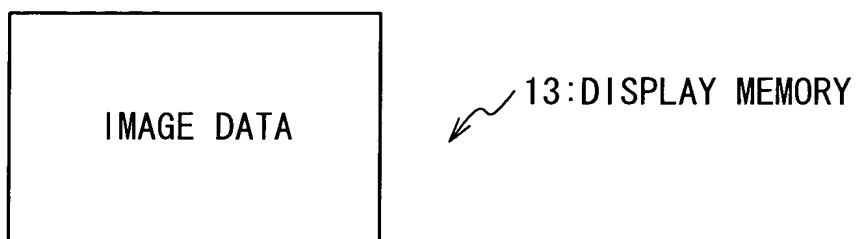
OVERDRIVE METHOD



F i g . 2 3 A



F i g . 2 3 B



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Fig. 24

